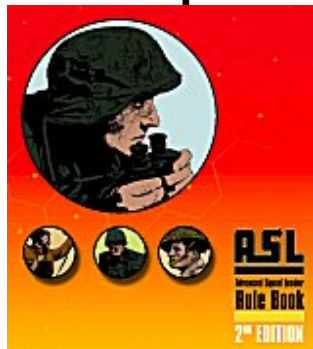


CROSSFIRE

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2002

AGS Report from HQ - Bruce Probst



Another ANZACon has come and gone, and those few of us who attended were unanimous in declaring it a great success, with fun scenarios and a good time had by all. If you didn't make it this time, we still want to see you next year! Those who attended also saw Andrew Rogers playtest map for the campaign game he has designed, it looks chewy to say the least!

I know Andrew is keen for playtesters so please don't hesitate to contact him if you think you can help out. Remember that the monthly meetings are the lifeblood and purpose of our club, so be sure to attend as often as you can. The good news is that our current membership level is enough to keep us going, the bad news is that it isn't anything better than that. Playing ASL once a month against a variety of opponents in a convivial setting, how much better than that

does it get? So come along and remember we always love to see new people! Grand Poobah signing out.

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AGS Staff Officer's Report - Neil Andrews

Secretary's Report – June 2002

Well rather than our usual report on all the Friday night gaming and stuff. I would for starters like to take the opportunity to give sort of an annual report for the members.

For starters just how big are we and when can I retire on my carefully laundered proceeds made using the clubs name (Ha! I wish). OK as it stands we have 15 paid up members. That is 10 less than this time last year. Now some of that is to do with some of those people not being around any more. They are out of state and/or out of the country. But some is because those people no longer have the time nor inclination to play ASL, or at least ASL with us as a group.

One thing to note is there as yet no indication that there has been any drop out due to people objecting to the newly imposed fees. Well that is to say that no one has actually said that they were pulling out because of the imposition of the yearly fee.

I regard to the fees, this leads us to having some money in the bank. Yippee! It currently stands at \$348.92. Most of that comes from our very first profit from ANZACon and the residual is made up of memberships. Now there are no plans to make any immediate use of this money. My plan it to have it ready to pay next years rent on the Copeland room as soon as the bill comes in rather than wait until I

have had enough of you jokers pay up the reddie. But if you have some great idea for another use just let Steve, Bruce or myself know. As long as it makes me rich in the process, it will of course be considered.

And as a final formal part of this report I would like to thank all of those who have helped me do this job for the last 12 months or so. Bruce and Steve who make up one of the most under worked Committee of Management that I know, but who are there if we need it. Thanks. And then to Andrew, Chris and Joe for producing and providing our two organs of communication. This very newsletter and our very own web site which you will have gotten this fine journal from. Thanks to those guys too. And finally to all of those who continue to support the club. That means YOU. There is no point having a really well run group (which IMHO it is) without you lot actually turning up and taking part. Keep it up. Bring your friends along. Attend the meetings/gatherings as often as your busy schedules allow. And play the game. We are a niche group in a niche hobby and without your support we will vanish in a gaming heartbeat.

Now on to the important stuff. ASL Army Group South style. Due to a clash with the council over who has the more right to use their building, we had to move our normal meeting night, we had to move to the last Friday night of last month. That means there was only a three-week gap this time around (But there will be 5 weeks next time) and there was a few less people than we would normally have on a Friday night's session. And that is a pity, because we got to try out some home grown scenarios created by our very own Andrew Rodgers. He has been having fun with a book and a PC and has come up with what is shaping up to be a cracker of a Campaign/Scenario pack. And he brought along some of his new scenarios so he could have some playtesting input. Have you lot ever heard of a place called Biak? And if you have at least heard of the place, do you know the details of what occurred there almost 60 years ago. Well I would be surprised if I received an outstanding cry of yes. I have to admit that I knew bugger all about it. But our friend Andrew seems to have the details nailed down and has produced 'Hurricane at Biak'. A scenario/campaign pack, which covers the US invasion of Biak Island in 1944. Nice to see a manageable campaign game with non-elite US forces involved. Any way we (6 of us) played two of the scenarios developed about the action leading up to the US attacks on the Mokmer airfield that was the key objective of this particular campaign. Well all I can say is that the two scenarios are out and out dogs. Japanese wins in two out of the three games. And QED that means that they are unbalanced dogs ☺. Well maybe not.

In my case I played Geoff Morris in the scenario "Counterattack at Mokmer". He had the counterattacking Japanese, whilst I had the US trying to conduct a fighting withdrawal back to a strategic crossroad and the supporting US battalions that are hiding off board. Well in my case I selected an area for my stand to hold off the Japanese. The problem is that it turned out to be too far forward. And the Japanese proved that when they are on the move they are bloody hard to stop. And they flanked my posse with comparative ease. And then proved to be hard to dislodge even with the help of not one but two hero's and a fanatic squad. And then on my last turn I missed a couple of opportunities to make it more difficult for Geoff. I personally don't think that at by this stage it would have helped or changed the outcome. Geoff had played a blinder and had set up his troops to take the objectives. In fact at one stage he elected that he could afford to throw away some of his troops in a Banzai charge that if it has succeeded would have made his life easier. And even if it failed he would have had tied up some significant units. But in the end the banzai failed so spectacularly it was not even an inconvenience to me at the time. But that did not stop the others making an end run around my positions for a win.

Bruce Probst and scenario designer Andrew took on the other scenario on offer, "West to Mokmer Drome". And all I can say is that this was a scenario of two halves. The first half was all Bruce. He attacked the defending Japanese line, and all that he did came off without a hitch. Attacks flipped the nips, close combat attacks did over the Japanese and when Bruce had to pass MC's, he not only rolled them, he often got a nice fanatical unit and/or hero out of the deal. That all changed when the Japanese reinforcements rolled on to the board. From that point on the whole thing turned in Andrew's favour. Bruce's dice just failed him. He could not buy a MC pass and his troops seemed not to be able hit the side of a barn from the inside. Well Bruce's good die rolls would have better served him at the end of the game rather than at the start. Because Bruce lost in the end.

And the third game for the evening was Jamie Westlake and David Bardi knocking heads together as they had countless times before. They played the same scenario that Geoff and I played, "Counterattack at Mokmer". Jamie had the Japanese this time and David the fall back yanks. It turned out to be another nail biter in a continuing series of nail biters that these two skilled players have had over the years. Dave's Americans fell back to the victory area and held on right up until the last CC. And it

came down to that very CC to decide the winner. The Americans out gunned the Japanese in this CC and the die rolls went in the American's favour, and a US win was the result.

Both scenarios seem like they need a little work but straight off the drawing board they both seem to be a nice pair of easily manageable tournament scenarios. Now all I can say that is a pretty fair effort for their designer Andrew Rodgers. If and when you see these scenarios, do yourself the proverbial favour and give them both a go, you won't regret it

AGS Signals Officer's Report - Chris Harding



Welcome to the second edition of Crossfire for 2002, this one is slightly behind schedule, though I suspect no one will notice. I'm still looking for articles and scenarios for publication, everything will be considered, whether it gets in is of course another matter. ANZACcon has come and gone, there are reports in this edition on all the happenings. I hope you enjoy this issue.

ANZACcon 2002 – Tournament Directors AAR Report

Well a tournament of major firsts in several ways. For the first time it would be a tournament held in Army Group South's new home of the Copeland room at the Ashburton Library. And more importantly my first shot at organising a tournament. Getting a scenario organised for a single meeting is one thing, organising a series of them, a place to play them, people to play them, food to feed the players who play them and all the other things that needed to be done are another thing.

But somehow it all seemed to come together on the weekend. A total of 11 players (Me included). Played four scenarios that were on offer that basically covered the course of the war, 1940, 1942, 1944 and 1945 and then on three different fronts, Western, Eastern and North African theatres of Operation. All to win Jamie's always-fantastic hand made model trophy (gotta be unique for a tournament trophy), and some great books provided by one of our great supporters, Napoleon's Military Bookshop (So I hope that you take the opportunity to support them). So ok now to some ASL action ANZACcon style. It is viewed from my perspective, and that was restricted because of unequal numbers I had to play in some of the scenarios. Which meant that I could not fulfil one of my objectives which was to watch and then report on the action. But I will try and do my best in reporting much of what I can remember.

Round 1.

The first scenario was our 1940 and the Western Front with 3rd RTR in the Rain from the most recent ASL Journal. It turned out that the Allied players in this scenario seemed to get the better of the results with 4 wins out of five played. Steve Banham (I think!) had a memorable scenario with two of his lighter tanks being taken out by a light machine gun fire from his opponent in short order. That is the fate that can be reserved for vehicles with armour of only "1". But Steve (If I remember correctly and it was Steve) still managed to overcome the ATG, supporting infantry and reinforcing tanks and carve out a win.

Even my playing of this scenario was memorable in that when I played Joe Moro, one of our newest members that a lucky shot with one of my British tanks, first shocked then destroyed one of the German Mk III Mediums without losing ROF and the other was destroyed by an immobilised British A9 Cruiser tank using intensive fire. This was followed by an overrun by another British tank Vs a single squad behind a hedge which resulted in a K/2 and then Joe rolling a 12 to eliminate the unit broke open one flank. But in my case, a less than optimally placed ATR and some bad dice rolling when really needed did not help Joe in the eventual outcome. And my British infantry drove forward through the now open flank and there was little Joe could do to help himself. But shoot lots and hope he rolled low. He could not crack it in the end. So in my case I managed to win. No it is important to note that the Gestalt entity known as the "3 Amigos" which turned out to be myself and Andrew Millar were ineligible to win the tournament. It was there to make up the numbers so that everybody would have an opponent in the end.

There was also one other thing at this event. We have trialled over the years to have an associated award that everyone could win regardless of that person's final standing. Cancon's State of Origin and Best and Fairest players awards are good examples of this sort of thing. Last year it was a Sniper award. A good idea in my opinion. The problem lay in the fact that the way that it was done was to add up the CVP lost to snipers during all of the scenarios. And last year hardly any CVP were lost to snipers. So I decided to expand on the idea, and so each player added up the CVP lost to snipers and this time, Close Combat as well. The only thing not added was if a vehicle was recalled by a sniper result. This was not added as it

is not strictly CVP "Lost". It turned out that this was a good choice and I recommend it to any TD looking for something to keep all their players interested in playing to their best ability. And after the first round the CVP was already adding up. This time around it would not end up being that only 1 or 2 players had 1 or 2 points and that would be that, instead we could well have some high CVP totals which would make it worth while and a clear winner.

Round 2.

Scenario 2 was our mandatory ANZAC scenario at ANZACcon. I think that it is just a given that at ANZACcon we have to play a scenario that has either Australian or New Zealand forces involved. The event is after all on the ANZAC day weekend and that we do this tournament then as sort of a little remembrance of the sacrifices that others have made on our behalf in the Second World War in particular, but in all wars over the last 200 odd years, including the one we have on at the moment – Lest We Forget!

So given the above we moved our ASL action from the Cold, Wet and Soggy France to the sun bleached sands of Egypt and the battlefield of El Alamein. The great 9th Australian Infantry Division had attacked as part of Operation Supercharge in an effort to encourage the Germans and Rommel to commit his armour in a counterattack here as a diversion to the larger assaults that were occurring further South. And that is just what happened. So our scenario was "High Danger". The version I used was from the British Magazine "View from the Trenches", but there is an identical one printed in one of the early Critical Hit mags.

Now when I handed out the scenario I thought that the other players knew something that I didn't. Jamie Westlake seemed to sum it by saying something along the lines of "with 2 x 3 ROF Anti-tank Guns and 1 medium Mortar, it's sure going to be one sided". Well with all respect to Jamie's opinions he was not even close. And he would be the first to admit it was so too. Now I am only going to recount one bit of the action in Jamie's scenario. I can only do this from memory, but that is ok because Jamie told everyone at least 20 or 30 TIMES !!!! what happened.

So it will be nothing new to many (alright everybody!) that was there. About half way through Jamie playing fellow Victorian Andrew Rogers. Jamie had his lightly armoured Marder Tank Destroyer parked with 3 British Valentines in front of it, and 2 40mm 2-pounders behind it. It seemed like not one of the best places to park one of these things. So in one fire phase it went something like, Fire at first Valentine – Hit, Kill ROF. Fire at second Valentine – Hit, Kill ROF. Now he had to pivot to fire at the third Valentine. But the result was the same – Hit, Kill ROF. So now he had to pivot 180 degrees. Mainly because there was nothing left in front to shoot at anyway. So he pivoted and fired at a hex that contained 1 of the Anti-tank guns and the mortar, and I think a bit of some of the Australian infantry too. Well this time he missed, but when the "force is with you Luke, the force is with you". Jamie of course intensive fired. Critical Hit! And the resulting random selection dr's left the gun and the mortar (and their crews) as nothing more than smears on the desert floor.

It was a spectacular moment in anyone's book. I feel sorry for Andrew. He had done all the right things and all I can say that it proves yet again that good dice will beat good tactics anytime. But even with this amazing dice-fest it still came down to the last DR in close combat on the last turn. 1 squad Vs 1squad for the victory location. And in the end Jamie triumphed with Andrew not being able to roll low enough to eliminate the German squad in the victory location.

In another game, el Presidente for life (or until the revolution occurs) Bruce Probst took on another first tournament players Gordon Stokes. Bruce proved why the British hated and feared the Mk III J or as it was known the Mk III Special. Bruce fired APCR left and right to eliminate the opposition armour. But the 2-pounders could just never get through their armour in return. And with the German Infanterie doing its job, Gordon could not keep them out of the locations that mattered.

In the game I played against our International Star Guest – Darryl Lundy from New Zealand turned out a little different. I had Rommel's friends, first shot Mk IV F2– Malfed main armament, then it repaired it and then malfed it again and the CMG to boot. Then first shot of the Marder Malfed its MA. Then I malfed one of the Mk III's MA. A 12 on a MC and a Rally sort of showed how my game was going. On the good points I managed to kill one of the Valentines on the move and my 8-1 leader decided to be heroic rather than fall down on a 2MC. But all that aside Darryl played a solid game and took the points when they were needed. The end result had the Germans up 3 wins and 2 to the Allies.

Round 3.

Now it was 1944 and we flew back to the Western Front. But the situation was different. For starters the Americans have finally decided that in the 1940's you can't afford to sit on the fence. And so it was the Americans holding a bridge and town in eastern France against a German counterattack in the ASLUG scenario redone by AH as ASL G30 Morgan's Stand. I have to admit that this scenario was marginally too large for the time that was available. With only 2 of the games playing to conclusion in the time allowed and then it was only by seconds. The other 3 games were granted an extension of time by a generous and benevolent TD (Gee what a wonderful guy!)

Andrew Millar arrived to take over my place in this scenario so I could observe the action, which is what I wanted to do all along. And this meant that I saw three of the Brummbars malf their MA at some point. Even Bruce Probst who was playing Dave Bardi as the Germans managed to malf the MA of his Assault gun. But that was not before it had caused a 4 KIA and rubble one of the buildings that the US were using as a defence position. Which is exactly what the real Brummbars were built for. But it was not enough in this case as Dave's Yanks managed to hold the Germans at arms length and hung around for long enough to win.

Another saw Darryl Lundy playing Andrew Rogers. Andrew's game went off the rails when he malfed the Brummbar's MA on his very first shot. And of course that was an area fire shot to gain acquisition. The sort of thing I normally do myself. Then things went further south when his Mk IV was immobilised and the StuG was killed by rampaging US armour. And to rub salt into the wound. The crew of the Mk IV failed their TC and bailed out. Further fire left them broken and routing away from their metal chariot. So Darryl went ahead and captured it in the CCPh. OK you say, no great problem there. An immobilised Mk IV (Which had no MA I think either) is no great threat right, with a temp inexperienced crew it's MG's would malf on an 8 or something like that. But then again you would have to roll a eight to worry about that sort of thing happening.

In the end Andrew had to use one of his own Panzerfausts against his own (well Ex-own) tanks to blow it away. But that was not before two German H/S's had been eliminated outright. And a further 2.5 squads broken and ELR reduced. So now Andrew was angry, and Darryl's dice conspired against him. The German Infanterie just drove through the American defence. Helped no end by the reinforcements not arriving until it was almost too late. So he had to drive the reinforcing Scott SPG and using armoured assault/riders. Get them into the town over the wooden bridge that separated them from the victory area. But first he had to get across the bridge. Which meant that he had to roll less than 10 on a TC. 12 was the roll and 2 squads, a leader and the Scott fell into the river. And with them went Darryl's chance of a victory.

This scenario saw Jamie Westlake's Americans lose to Steve Banham's Germans. Helped in no small part by his Sherman rolling 11 then 12 with its two shots on its main armament. Forcing it to withdraw. And at almost the same time the M10 copped a Sniper 1 that forced it off board too. This raised the interesting prospect of withdrawing vehicles causing the bridge to collapse and then protect the one of the victory locations but would also stop the reinforcements from getting to the other side too. In the end that did not happen. The vehicles withdrew the reinforcements crossed over and in fact the Scott SPG took a shot at the Brummbar on it's very first turn of entry after crossing almost 2 boards and blew it away. But in the end it was not enough and his US forces succumbed to the German push. And so did two other German players. So a 3 and 2 result in this one too.

Round 4.

And so on to the final round. As it stood at this point, at least 4 people were in with a shot at the prize. And it seemed only appropriate that we now were now going to play one of the scenarios made by our sister group – the Paddington Bears. The scenario Steamrollers, had SS Koenigstiger's and a Jagdpanther, backed by a weak Infanterie force trying to stop the onslaught of a mass of Soviet Elite "Desantniki" tank riders mounted on T 34's, ISU 122's and the ultimate IS 2m Heavy Tanks in the mud of Hungary set in 1945. A true end of war "die Gotterdammerung" situation.

I was back playing myself again, as Andrew couldn't hang around (but I was good of him to join in while he could) and I was matched against Gordon Stokes. Even with a bonehead move during the game that lost me the Jagdpanther (I had the Germans). My Koenigstiger's dominated the battlefield, and with a couple of well placed Panzerfausts taking care of the stray armour. The Soviet infantry could not advance without breaking and Gordon conceded when he realised that he had not really damaged the German infanterie force and did not have enough time to do so. Bruce Probst went against the flow of play and

with the Soviets drove the Germans from the crossroads they were guarding and won his encounter against Joe Moro.

Andrew Rogers as the Germans and Steve Banham as the Soviets were two of the players up for the big prize. Andrew pointed out the facts of late war big bangs! When one of his Koenigstiger took a shot at the front of an IS 2m. Andrew moaned (justifiably) "A three to Hit and a 3 to Kill and it's still not enough". Well Andrew you have to hit them in the turret and it would have been more than enough to do in the monster. But even with this sort of thing happening Andrew's Nazi's prevailed and held on to the end.

So it all came down to Jamie and Dave playing it out in the last round like they have done in so many times in the past. Jamie had the Germans and Dave the Soviets. And there were shots flowing left and right. It seemed that the Germans would run out of units quicker than the Soviets. But on the last turn the Germans had a H/S concealed in the victory location area and 1 of the Koenigstiger's left. The KT took out an ISU (or maybe a IS 2m) on the German last turn. It was up to the surviving IS 2m to take a shot at the H/S with its massive gun and MG armament. It missed and thus Jamie not only won the scenario but the tournament win was his too.

Final standings were at the end of the weekend:

1st	Jamie Westlake	3/1	37 pts
tied 2 nd	Andrew Rogers	3/1	36 pts
	Steve Banham	3/1	36 pts
tied 3 rd	Alan Smee	2/2	24 pts
	David Bardi	2/2	24 pts
4 th	Darryl Lundy	2/2	22 pts
tied 5 th	Bruce Probst	2/2	21 pts
	3 Amigos	2/2	21 pts
<i>(team made up of TD and players who could only play 1 round- not eligible to win tournament or prizes)</i>			
6th	Joe Moro	1/3	10 pts
7 th	Gordon Stokes	0/4	0 pts

We also had a CC/SAN comp and again it was a tie with Darryl Lundy of NZ and our own Andrew Rogers winning on 23 CVP each.

A tournament can't happen without help. I want to take the opportunity to thank the help I received from the management of the Ashburton library, Napoleons Military book shop for the prizes and Sergio's of Ashburton for a great dinner. And I want to thank all those who played ASL over the weekend. It is up to the players to make the effort to play in tournaments like this or it is just not worth having the tins in the first place. I hope to see all that attended this year and a few more next time around

Lake Lagoda, Grey Finns and Italian Torpedoes

Some time ago, while reading the daily digest of ASLML messages in my inbox, a particular e-mail stood out. Its author was criticising the colours MMP uses to distinguish between the various nationalities. This particular person was upset about the new "grey" Finns. His gripe was that in a hypothetical scenario depicting both the Finns & the Italians, the similarities in the colours could easily lead to confusion during play. Other people on the list made the observation that there are no 'historical' scenarios involving both the Finns & the Italians. Some even stated that there was no historical basis for designing any as the Italian involvement on the Eastern Front was centered around the river Don, just north of Stalingrad and approximately 2000 km south of the nearest Finn.

It was this last point that really got me thinking... in my readings did I not come across some article about Italians serving in the Baltic theatre of operations during 1942-43? Further research on my bookshelf proved that to be the case.

In the early 1990's to commemorate the fiftieth anniversary of the Italian involvement on the Eastern front, a large book offering various account/memoirs of Italian veterans of the Eastern front was published. In it I found an account detailing the reminiscence of an Italian sailor whom had served on Lake Lagoda during 1942 in a torpedo-boat squadron, the XII Squadriglia MAS (MAS is short for Motoscafo Anti-Sommergibile or anti-sub patrol boat).

These torpedo boats were originally designed during WWI to hunt and sink submarines. By the beginning of WWII they had undergone substantial modifications and were used as patrol vessels. To

undertake hit-run attack against enemy shipping, these torpedo boats relied heavily on the element of surprise, usually provided by conducting operations after sunset. Usually of wood constructions, (except for the 500 series which was of metal construction), its displacement was 28.3 ton, 18.7 metres long, and could reach speeds up to 45 knots. With a crew of ten, it was armed with 2 torpedo tubes and a 20mm gun.

Lake Lagoda is Europe's largest freshwater lake (approx. 18000 square km and maximum depth of 225) situated north east of Leningrad (today's St. Petersburg) and connected to the lake by the river Neva. During 1942, the Germans and Finnish forces occupied most of the north, east and west banks of the lake and the Russians were able to hold a foothold on south-east bank as the only gateway to the besieged city. During the winters of 1942 and 1943 the frozen waters of the lake were able to withstand the weight of huge convoys of truck and tractors transporting badly needed supplies to the starving defenders of Leningrad. In summer large riverine barges and other assorted naval vessels took up this perilous duty.

The XII Squadriglia MAS was initially based on the northern Italian coast. At the end of May 1942, its officers and men received orders that they were to be deployed elsewhere. It came as a total surprise when they were informed of their new destination: Lake Lagoda in Northern Russia. How they got there is an epic journey in itself.

The MAS (4 torpedo boats: serial # 526 to 529) were boarded on trucks and sent via the Austrian Alps through Germany and Poland to the port of Stettin on the Baltic coast. The trucks took eleven days to reach the Baltic port. The officers and men of the squadron boarded a train and found themselves in Stettin three days later.

From Stettin, the squadron, now re-united with its four torpedo boats, boarded the German freighter Tielberg bound for Helsinki. From Helsinki, under its own steam, the 4 MAS travelled to Vyborg on the Russian coast and from there to Saima. Once at Saima the boats were loaded on railway carriages and transported to Lahadempäa on the shores of Lake Lagoda. Here the four torpedo boats were unloaded and once in water, they were taken to their new operational base on the island of Sortanlathi. The journey from Italy had taken over a month.

The squadron was under German-Finnish command, and its main task was to deny the Russians the use of the lake as a supply route to the besieged city of Leningrad. Because of the season, the Italians were unable to begin operations until mid-August 1942. The Germans had not taken into account the natural phenomena of the Aurora Borealis. During the months of June and July operations were impossible because of the long daylight hours of the Nordic summer took away the much needed element of surprise necessary in conducting hit and run attacks against the Russian's heavily protected supply convoys.

The squadron began operations on the night of 12 August and on its first mission sunk a Russian gunboat trying to force the blockage. This alarmed the Russian command and for days it launched aerial patrols looking for the Italian base. Russian agents were also dropped by parachute in an attempt to locate and destroy the Italian base, and a number were captured by the Italians shore patrols. Another early Italian success was the destruction of a large pontoon towed by two river tugs and carrying food and ammunition for the besieged city.

Very soon, however, the Russians found a remedy to this new threat. The supply boats bound for Leningrad began hugging the lake shoreline, where the Italians could not use their torpedoes to full effect due the water being too shallow for launching torpedo attacks.

And thus after the initial successes, operations against Russian supply boats became largely ineffectual. This was due to a number of factors. The MAS was not designed to operate on inland lakes or rivers, especially in crystal clear air of the Arctic. Their large diesel engines were very loud and the Russian could hear these large engines in the crystal clear air of the lake from miles away, completely taking away any element of surprise. The approach of winter also made the life of their crews, operating largely on the open decks, unbearable.

The squadron took part on numerous clandestine operations. It dropped Finnish agents and patrols on the Russian side of line, and on the night of the 12th October, it provided naval/shore support to a German commando raid on a Russian-occupied island. The target was a lighthouse used as communication beacon. The operation was a success as the objective was located and destroyed, however the Germans were unable to occupy the island due to the strong Russian reaction.

This was the Italian last operation. After the 12th of November, the extreme low temperatures made operations on Lake Lagoda impossible, as the waters of the lake began to freeze. With the arrival of winter, the Russian were able to use the now frozen lake as a highway, where long columns of trucks and sledges transported badly needed supplies to the besieged city. The Italians on the other hand, were sent to

Finland to wait for spring, but the changing fortunes of war intervened. In early 1943 after having left their MAS with the Finns, the Italians returned home. Now, 60 years later, this small episode of Italian military history is now largely forgotten, except for the few surviving veterans of the XII Squadriglia MAS.

Crossfire Quiz Answers - Michael Colbert

Quiz Answers

1. b. Messerschmidt Bf 109E 2. c. Kursk 3. b. Eisenhower 4. The Martin Marauder, because it had no visible means of support. It was also called the Widow Maker for a time after it began service in 1942 because it was said to be unsafe 5. Tokyo Rose 6. Admiral Chester Nimitz after the capture of Iwo Jima 7. Mao Tse-tung 8. There were only two, Utah and Omaha. 9. Kwajalein, the largest atoll in the world, measuring 18 miles wide by 78 miles long. 10. Vidkun Quisling 11. German General Jurgen von Arnim Italian Field Marshal Alessandro Messe. 12. Lieutenant General Masahara Homma. Executed after the war for his role in the Death March at Bataan 13. Luftwaffe Major Erich Hartmann with 352 'kills'. Reasons given for such a high number are; 1. Luftwaffe pilots did not rotate tours of duty with rest periods 2. Aircraft shot on the ground in strafing runs were also included 14. Henderson Field 15. Vickers Supermarine Spitfire, Hawker Hurricane. 16. The Hornet 17. The Marat 18. June 5 1944 19. May 10 1941. 20. June 6 1944

Traders Corner

This area is for AGS members who wish to advertise any wargaming items or military books they wish to sell/purchase/trade. If you wish to place an ad send it to the editor of Crossfire topkat@jeack.com.au

Wanted to Buy:

Longest Day (AH), War Galley (GMT), Highway to the Reich (SPI), Gulf Strike (VG), Campaign in North Africa (SPI), Bloody 110 (The Gamers), Black Sea/Black Death (Peoples Wargames), Art of Seige (SPI), Freedom of the Galaxy (SPI/AH), Invasion America (SPI), La Bataille de Auerstadt (COA), C3I Magazine 1,2,3 (GMT), Narvik (GDW), Their Finest Hour (GDW), Norway 1940 (Hobby Japan/Quarterdeck), Ironbottom Sound I (MiH), Panzergrupper Guderian (SPI/AH), Pas de Calais (Vanguard), Kursk [1980 Eric Goldberg] (SPI), Raiders and Traders (Choasim), Achung Spitfire (COA), Battles for Italy AH). Please contact Chris at topkat@jeack.com.au with the condition and asking price

For Sale

Military books covering various periods. Most in GC, few in mint. If interested e-mail me for a listing and prices at mlcolbert@netc.net.au

Currently Posted to Army Group South

Name & Member No #

Bruce Probst 01	S. Banham 02	N. Andrews 03	C. Harding 04	A. Rogers 06
David Bardi 07	M. Colbert 08	P.Sommerville 09	Steve Oxley 10	J. Westlake 11
Joe Moro 12	Geoff Morris 13	Steve Lessing 14	Keith Gillie 15	Chris Betts 16
Chris Carson 18	Kirk Meyer 19	A. Millar 20	Tim Reade 21	John Sawyer 22
G.Stokes 23	Ron Trainer 24	D.Webster 25		

Could all those members who have not yet paid Neil Andrews please send their money as soon as possible so that we can keep the Club financial?

Club Meetings

Army Group South – meets monthly at the Ashburton Library 154 High Street Ashburton, Melbourne Victoria, from 1800 hours onwards. The Secretary usually sends out an e-mail the week prior notifying members of what the game (s) of the night will be, however, people who turn up are most welcome and every effort will be made to try and get these people involved in a game. So if you are interested in ASL and you are in the area, come along and meet the gang. Hope to see you there